CURSE OF THE BLUE LIGHTS: THE VIDEO GAME

User Manual

Contents:

1. General information about the game

2. Story

3. Runtime environment, platforms

4. Usage

5. Menu

6. The most important commands

7. Hints

8. Editions

9. The creators

10. Contact us

1. General information about the game

The *„Curse of the Blue Lights: The Video Game”* is the unofficial game adaptation of the movie "*Curse of the Blue Lights*" from 1987.
The game was created by three Hungarian fans between November 2014 and September 2015 using the classical adventure game engine Sierra, with which – among others – the *Leisure Suit Larry*, the *Space Quest* and *the King Quest* was created in the late 80s.
The COTBL is thus **a retro text-based adventure game**, the Hungarian and English language version of which **we are delivering together with an emulator called *DOSBox*** (because nowadays relatively few people work with DOS, and those who do, must be doing some shitty job, like logistics, bookkeeping or payroll calculation, where you are not allowed to play games anyways)…

LEGAL BULLSHIT: the game is free of course, it can be downloaded, copied etc. without any restrictions.

2. Story

Paul, our protagonist would like to do his girlfriend Sandy in a parking lot on the outskirts of the city, when suddenly they see blue light coming from in between the trees. *[A remark: just like in “Evil Dead 2.” we really cut down the number of characters compared to the film in order to minimize the number of stupid/unnecessary interactions.]* Paul sets out to search for the reason of the phenomenon, but by the time he realizes that there are otherworldly creatures lurking in the woods, his girlfriend disappears. On one hand, our hero must find his abducted girlfriend and on the other hand, he has to stop the ghoul-clan wreaking havoc in the woods from **waking the dreaded Muldoon Man**, who would bring eternal darkness upon the entire human race.

IMPORTANT: the game can be played without watching the film, but in order to achieve the maximum experience, we advise you to watch the movie beforehand. (Currently the whole movie is on Youtube in original English and Hungarian dubbed version as well.)

3. Runtime environment, platforms

The game was originally developed on Windows and because most of the people use this operating system too, the compressed file that can be downloaded, contains not only the game, but the Windows version of the DOSBox emulator as well. Having downloaded this file the game will start with the ***„Muldoon_fullscreen.bat”*** **or the *„Muldoon_windowed.bat”* together with the pre-configured DOSBox** in full screen or windowed mode.

If the Windows version is not suitable for you, you can play with the help of the appropriate version of DOSBox (or that of the multiplatform adventure game emulator *ScummVM*) on **many other computer and console types** *(Linux, Mac OSX, Android tablet, iPhone, Wii, Raspberry Pi/ RetroPie etc.)*
For more information please visit the following websites: http://www.dosbox.com/ and http://scummvm.org/.

IMPORTANT: The game is almost 100% compatible with *ScummVM*: it's perfectly playable but a few aesthetical flaws can occur. It is PERFECT when started directly from DOS (DOSBox).

4. Usage

COTBL is the **hybrid mixture of a classic run-around game and a totally old-school text parser based adventure game**, which can be familiar to those who have already seen similar games (made in the 80s), like *Leisure Suit Larry*, *Space Quest* or *King Quest*. In the game you can move with Paul (with the help of the arrow keys) in the given scene, where you can go to the left or to the right (or sometimes up or down) and the next location loads when you reach the end of the screen. In order to proceed further most of the times you need to find/use an object, but **this requires typing commands**. In order to produce the desired effect two criteria have to be met by the typed command:

- the command has to be reasonable (at your current standpoint)
- the program should know the command you have typed :)

Everything is very simple all the time, we almost always expect you to use commands that are two words long (1 verb + 1 object, without suffixes), e.g. ***OPEN DOOR, USE KEY***. On top of this we tried to develop the game in a way that it should understand not only synonyms of the respective words (e.g. ***AXE/HATCHET, DISC/MEDAL***), but all those other words that could "pop up" in the mind of the user in the given situation (***OWL/BIRD, SWORD/WEAPON***). So if a command doesn't work in any way, then it is possible that in the given situation you should be doing something else (but we always try to help you to find the solution, see title no. 6, *The most important commands*, and title no. 7., *Hints*).

5. Menu

During the game most of the time you will be clicking and typing, but there are some features that are available through the menu bar. If you press the ESC button, a menu bar pops up with the following possibilities:

- MULDOON
This contains basic information about the game, like who the developers are or what are the most important commands. (*Hints* submenu).

- FILE
Here you will find the usual gaming options like saving, reloading your previous position and it is here, that you can quit and restart the game as well.

- SPECIAL
Here you can turn the sound on and off and choose from mouse/ joystick cursor movement. A pause option is also included here (and we can only hope that it works, because we never used it).

- SPEED
In addition to default speed, here you can choose slow gaming speed as well. We would recommend the slow mode playing, if you got really high and everything that is happening around you seems really fast. (Disclaimer: the developers of the game are officially not supporting drug consumption!).

6. The most important commands

Although the game recognizes a lot more commands than that, **it is possible to play it through with the following six verbs only** (provided you match them with the suitable nouns):

- EXAMINE
- TAKE
- TALK
- USE
- GIVE
- OPEN

Some words can be substituted by their synonyms (e.g. **LOOK** instead of **EXAMINE**, **GET** instead of **TAKE**, **UNLOCK** instead of **OPEN** etc.), you can try them if you want to.

IMPORTANT: the only verb that works both with and without a noun is **EXAMINE**. All the others must be used together with a related person or an object.

7. Hints

We recommend the studying of the following hints to those, who wish to play the game with the least possible amount of cursing and in the smoothest manner possible:

1. the various commands have be typed **WITHOUT ACCENT MARKS** (it doesn't matter, whether you use block capitals or not).

2. never use suffixes, the program is not that smart (so it isn't **„TALK TO SANDY”** but **„TALK SANDY”** even though we would smack you in the face in real life for talking like that).

3. the **EXAMINE** command works in all places, which if typed without any accompanying noun gives a general description about the given scene. The **EXAMINE** + **noun** command works only if you want to examine an object close to you, e.g. **„EXAMINE FOUNTAIN”**.

4. if a word is written in **BLOCK CAPITALS** in a text given by the program, then it usually tells you that **you could use other commands with that specific word (object, person) too.** Sometimes it doesn't mean more that the command **EXAMINE** is applicable, but sometimes this highlighting can be essential in order to be able to proceed, because it can give you a hint that you have to do something with that specific object or person to be able to play further.
Example: "*There is a KEY at the bottom of the fountain*" -> in this case it is absolutely obvious (and the highlighting makes it ever more obvious) that we can do something with the key, for example we can examine it (***EXAMINE KEY***) or pick it up (***TAKE KEY***).

5. in many cases you have to pay attention to the distances, for example the command **PICK UP CHAINSAW** works only next to the chainsaw but not from the farthest point of the room (since you are not playing with Reed Richards from *Fantastic Four*).

6. you should save your position every couple of minutes, because there are some places in the game where you may die and it would really suck to start the whole game over.

8. Editions

You can **download the game in three different ONLINE editions** [note: there is a traditional, labeled and boxed floppy disk (!) version of the game, but only 50 pieces were produced of it and by the time you are reading this, most likely they will have been handed out].

The editions are the following:

- ***„Curse of the Blue Lights HE (Hungarian Edition)”*** (size: 5 MB)

This edition contains the Hungarian version of the game together with a DOSBox emulator. The downloaded ZIP contains two starter bat files, the *“Muldoon_fullscreen.bat”* will start the game in a full screen mode, while the *“Muldoon_windowed.bat”* will start it in a windowed mode.

- ***„Curse of the Blue Lights EE (English Edition)”*** (size: 5 MB)

Regarding its contents, the “package” is the same as the previous, but this contains the English translation (the game was created in Hungarian and the English translation was prepared afterwards). It can be started in a full screen and windowed mode as well.

- ***„Curse of the Blue Lights MGE (Master Ghoul Edition)”*** (size: 420 Mbyte)

This is kind of a mega-pack containing the Hungarian and English language version as well and lots of extra material as well, just like the gameplay trailer, the fan soundtrack which was created for the game (in mp3 format), a music video, promotion pictures, early level designs, graphics etc.

IMPORTANT: Bonus ***„VIOLENT SHIT”*** videogame included with the ***Master Ghoul Edition***. The game is based on german horror flick *„Violent Shit 3: Infantry of Doom”* and was made by the designer of *„Curse of the Blue Lights – The Video Game”* in 2001 A.D. **Hungarian version only!**

9. The creators

The creators of the game live in three different parts of Hungary and they have never met each other until the completion (!) of the game, although they have many things in common, since all of them are fans of B/Trash and horror movies and of retro computer and console videogames (*DOOM*, *Golden Axe* etc.) and although women are dying for them, they lead virtuous lives nevertheless.

- Zsolt Dienes, designer

He invented the basic concept and the levels designs. He created the graphic design of the game (backgrounds, characters, animations).
He loves *Depeche Mode* and *Golden Axe*.
He was a member of the *Hungarian Fangoria* and the founder of the webzine *Harvester*

- Zoltan "Zoo_Lee" Szabó, programmer

Grand master of code hacking and he translated most of the game into English.
He is crazy about the bands *Angelspit* and *Combichrist* and the game *DOOM*.
He is a journalist of the webzines *Cinegore* and *Playdome*.

- Tamás Bárány, musician

He is officially a musician as well, who didn't compose the music of the game with his guitar, but with a shitty 8bit music composer.
His favorites are *Alice in Chains* and *DOOM 2*.
He is the guitarist of the band *Needless*.

10. Contact us

If you would like to write to us, because:

- you got stuck in the game
- you found a bug in the game
- you would like to express your like/dislike of the game,

you can write to us:

a.) **via our Facebook page**:
https://www.facebook.com/pages/Curse-of-the-Blue-Lights-The-UnOfficial-Game-Adaptation/350193048500230?fref=ts

b.) **via e-mail:**
rawnervegames@gmail.com

And **we have a website** as well, but you won't be able to send us a message from there, but you can study it and use it to download the game.

HTTP://WWW.RAWNERVEGAMES.COM/

We wish you lots of fun and many successful adventures!

With best regards:

- the COTBL VG Team -

09.13.2015